

EmuMovies

MARIO PARTY 7



NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain.

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE, FOUR,
FIVE, SIX, SEVEN OR EIGHT
PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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MARIO PARTY 7

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STORY & CHARACTERS



Oh, I say! Hello there! It's me, Toadsworth! Yes, yes, let me tell you about what happened recently. You see, Mario and his friends are always busy fighting evil and saving the world and so forth, so I offered him a chance to come on a cruise around the world! Oh ho! Splendid! But in doing so, I apparently made that rogue Bowser somewhat angry. Let me tell you what he said.



"This makes me MAAAAA!! GRRRAAAA!!
They're going on vacation...
AND NOT TAKING ME!"

They sunk a fun vacation? I'll give them a fun vacation! And by that, I mean NO FUN AT ALL! I'll find those chumps and wreck their good times! Heh ha ha ha!



Great Kipper! That King Koopa has never been this angry! Who knows what he'll do?

But chin up, old bean! We won't let him ruin our good times, right? Right!

THE CAST

Luigi!



Mario

Peach



Daisy

MORE CAST MEMBERS

Yoshi



Birdo

Dry Bones



Boo

You must unlock Birdo and Dry Bones to use them in the game.

Waluigi



Wario

Toadette



Toad

CONTROLS

START/PAUSE

Press while on a game board to pause; then press the A Button to access the pause menu. For more information about the pause menu, see page 23.

L BUTTON

Used to play minigames and scroll through pages. Also used to confirm selections and hit the Dice Block in 4-team battles.

CONTROL STICK

Move your character or cursor; make menu selections, and scroll around the board.

+ CONTROL PAD

Not used.



R BUTTON

Used to play minigames and scroll through pages. Also used to confirm selections and hit the Dice Block in 4-team battles.

Z BUTTON

Used to practice minigames.

Y BUTTON

View an overhead map of the entire board.

X BUTTON

Press during your turn to scroll around the board.

A BUTTON

Confirm your selection on a menu or hit a Dice Block.

B BUTTON

Cancel and return to the previous screen.

C STICK

Used in events while playing 4-team battles and minigames.

MINIGAME EXPLANATION

START/PAUSE

Start playing a minigame. Press while you're playing the minigame to see the controls.

Z BUTTON

Practice a minigame.

L BUTTON/R BUTTON

Press to flip through the minigame control and advice pages. Every minigame is different, so it's a good idea to read this information before playing.

You can skip the game explanation screen and jump right into the action. For more information, see page 23.



PLAYING 4-TEAM BATTLES/8-PLAYER MINIGAMES

Two players share a single Controller.

Some portions of Mario Party can be played with eight players, which means that two players must share a Controller. (An example of how to hold a shared Controller is shown to the right.) Whatever grip you use, make sure that you have easy access to the Control Stick and C Stick so you can tilt them in the proper direction. Also, try not to obstruct the other player.



PLAYING THE GAME

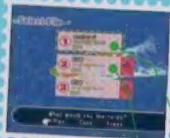


GETTING READY

Place the Mario Party 7 Game Disc in the Nintendo GameCube system and close the Disc Cover. Insert a Memory Card into Slot A and the Controller Plug of the Nintendo GameCube Mic into Slot B. Then turn the power ON. Press **START/PAUSE** to skip the opening cinematic.

PLAYING FOR THE FIRST TIME

You'll need to create a game file the first time you play. From the file-selection screen, choose a new file and enter your name to get started.



Empty File

CONTINUING

To continue your game, choose the game file you want to play on the file-selection screen and press the **A** Button. To copy a game file, choose **Copy** and select the empty file you want to copy to. To erase a game file, choose the file you want to delete and select **Erase**.

Date of the last saved game and Stars collected.

MEMORY CARD INFORMATION

Mario Party 7 requires one file and six blocks on your Memory Card to save your game. You can save up to three games on a Memory Card.

CAUTION!

- Please consult the Nintendo GameCube instruction manual for information on erasing files on a Memory Card and formatting a Memory Card.
- Do not remove the Memory Card or press the Power button while data is being saved. You risk erasing saved data. It could also cause the Nintendo GameCube or Memory Card to fail.
- Once data is erased, it cannot be restored.



GAME MODES

Select a game file and choose **Play** to enter the mode-selection screen and access one of the following six modes!

★ Party Cruise

Play with up to four players in Battle Royale, or take those four players and split into two teams to compete in a Tag Battle. You can also slug it out in a 4-Team Battle, where up to eight players split into four teams!

★ Solo Cruise

Set sail by your lonesome! You can play against the CPU in Vs. CPU, or against a single friend in Vs. Player.

★ Deluxe Cruise

Have a ball playing minigames built specifically for eight players!

★ Minigame Cruise

Play all the minigames you've unlocked on the Party Cruise and Solo Cruise.

★ Duty-Free Shop

Step right up and trade in your Cruise Mileage points for a variety of unlockable treasures!

★ Control Room

This is the place to adjust your game settings.

RULES

You can view the rules before starting a Party Cruise or Solo Cruise game. It is a good idea to read them before playing for the first time.

SAVING

During a Party Cruise game, the game will automatically save after the end of each turn. During a Solo Cruise game, the game will save when you clear a board. During a King of the River game, you can save when you get to the halfway point. If you start a new Party Cruise or Solo Cruise game instead of continuing your previous game, **your old saved game will be deleted when the game auto-saves.**

Please do not switch Memory Cards during a game. If you do, you will not be able to save your game.

PARTY CRUISE

GAME SETTINGS

Follow the steps below to set the rules of gameplay. If multiple people are participating, Players 1 will make all the selections.

Choose a Board

See page 26 for more information.



Turns

Set the number of turns from 10 to 50, in increments of five.

Number of Players

Character Selection/ Forming Teams

Handicap

With the handicap feature, you can give a player or team an advantage by changing the number of Stars they will start the game with.

If all settings look good, select "Yes"

Rules

Battle Royale - Four players compete in a free-for-all

Tag Battle - Four players split into two teams and battle.

4-Team Battle - Eight players divide into four teams and create havoc!

Bonus Stars

If you choose to play a game "With Bonus," special award Stars will be handed out at the end of the game.

Minigame Sets

Choose one of the following:

All Games - You'll play all the minigames.

Easy Games - You'll play with only easy minigames.

Action Games - You'll play with only action-packed minigames.

Hard Games - You'll play with only hard minigames.

Weird Games - You'll play with only weird minigames.

PARTY CRUISE RULES

TURN

This is how a turn is played. The process will repeat until the game is over.

In a Party Cruise, whoever ends the game with the most Stars wins! Learning the game flow is the first step to victory. Never give up—there's always a chance to turn the tables!

Hit a Dice Block to see how many spaces to move. If you want to use an Orb, do so before hitting the Dice Block.

When you stop on a Space, you'll trigger an event. See page 16-21 for information on Spaces and Orbs.

The second through fourth characters/teams follow the same steps.

When all players have taken their turn, everyone will play a minigame. See page 22 for information.

After the set number of turns have been played, the game will end.

Before the last four turns begin, a special event will add a major new game rule to the mix. You never know what it'll be! See page 22 for more information.



If you choose to play "With Bonus," Toadsworth will hand out three of the following six Bonus Stars at the end of the game.

Minigame Star - Awarded to whomever earned the most coins in minigames

Orb Star - Given to whomever used the most Orbs

Action Star - Awarded to whomever stopped on the most Green spaces

Running Star - Given to whomever advanced the most spaces

Shopping Star - Awarded to whomever spent most coins at the Orb shop

Red Star - Given to whomever stopped on the most Red spaces

LET'S PARTY!

A PARTY CHAMP IS CROWNED!

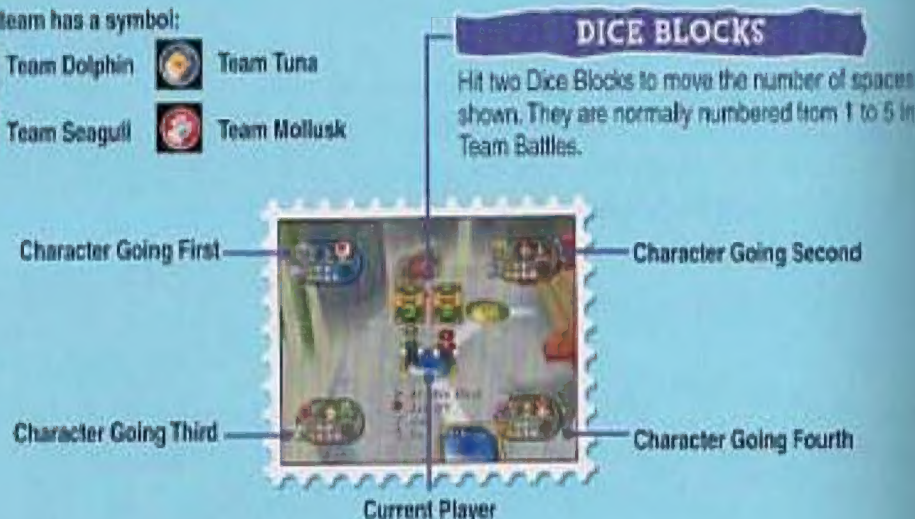
GAME SCREEN

BATTLE ROYALE



TEAM BATTLES

Each team has a symbol:



The color behind the character portrait changes depending on the color of the space you stopped on.

The more Stars you have, the higher your rank. If a player has a Star and another one has 00 coins, the player with the Star ranks higher.



SPACES



Blue Space - Stop on one of these to get coins.



Red Space - You'll lose coins if you stop on one of these.



Green Space - Stopping on one of these will trigger an event.



Mic Space - If you stop on this space, you'll play a Bonus Mic game where you can wager coins. If you beat the minigame, you'll double your money!



Duel Space - Stop here to battle the opponent of your choice in a Duel Minigame!



DK Space - Stop here to visit DK! He'll start a single- or multi-player Minigame!



Koopa Kid Space - If you stop here, Koopa Kid will show up to make your life miserable.



Bowser Space - If you stop on this space, Bowser will crash the party! He'll stir up all kinds of trouble and force you to play his brutal single- or multi-player minigames!

THE BOARD



Orb Space* - Move past one of these spaces to pick up an Orb.



Orb Shop - Move across an Orb Shop for a chance to purchase Orbs. See pages 18-21 for more information about Orbs.



Star Space* - You normally pay 20 coins for each Star, but some maps have different rules. Pay attention!

* Star Spaces and Orb Spaces aren't like other spaces — they don't count against the number of spaces you get to move.

ORBS



Use Orbs to get Stars and mess with your rivals! You can set some Orbs up to five spaces away.

A character space triggers an Orb if a rival stops on it. A character symbol triggers an orb if a rival passes it. The space shown below left is a Mario character space. Team symbols appear as character spaces and symbols in Team Battles.

Character Space



Character Symbol



You can have up to three Orbs in Battle Royale mode, and five in a Team Battle. If you reach the limit, you'll have to throw one away to get a new one.



Self Orb (Used on Yourself)

ORB NAME AND EFFECT



Mushroom Orb - Move with two Dice Blocks



Super Shroom Orb - Move with three Dice Blocks



Slow Shroom Orb - The Dice Block will move slowly



Metal Mushroom Orb - Encase yourself in metal and move without being harmed by rivals' traps



Flutter Orb - Flutter will appear and fly you straight to where the Star is!



Cannon Orb - It'll send you flying to the upper part of the board. (Pagoda Peak only)



Lakitu Orb - Lakitu will bring you a treasure chest! (Neon Heights only)



Snack Orb - Prevents a Chain-Chomp from stealing from you once. Lasts for three turns. (Pyramid Park only)



Thrown Orbs (Character Spaces)

ORB NAME AND EFFECT



Hammer Bro Orb - Take 10 coins from any opponent who lands on it.



Piranha Plant Orb - Any opponent who lands on it must give you half of their coins.



Spear Guy Orb - Any opponent who lands on it must give you coins equal to a Dice Block roll.



Kamek Orb - If an opponent lands on it, you can take over up to three of his or her character spaces.



Toady Orb - Take an orb from an opponent who lands on it.



Mr. Blizzard Orb - If an opponent lands on it, he or she will lose every Orb.



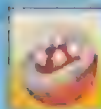
Bandit Orb - Whoever lands on it will lose coins from a windmill. (Windmillville only)



Boo Orb - A foe who lands here will lose a Star. If the foe doesn't have any stars when they land here, they lose 20 coins.

 **Roadblock Orb (Character Symbols)** - These Orbs are triggered if a rival passes them.

ORB NAME AND EFFECT



Spiral Orb - Any opponent who passes it will lose 10 coins.



Zap Orb - Any foe who passes it loses three coins for every space he moves past it.



Tweeter Orb - Any opponent who passes it will be Nown to another space.



Thwomp Orb - Any opponent who passes it will get Thwomped and must stop moving.



Pipe Orb - An opponent who passes it will be warped to the space where they started their movement.



Bob-omb Orb - Any opponent who passes it will be sent down to the bottom part of the board. (Only at Pagoda Peak.)



Character Orb (Must be Spun by Opponent's Character)

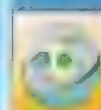
ORB NAME AND EFFECT



Fireball Orb - Hit an opponent in front of you to steal his or her coins. (Mario & Luigi only)



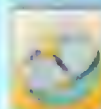
Flower Orb - Spaces ahead of you will change to flower spaces, letting you ignore traps. You get 3 coins for every space you move. (Peach and Daisy only)



Egg Orb - Eat character spaces and symbols in your path and turn them into eggs. Eggs will become orbs after moving. (Yoshi and Birdo only)



Vacuum Orb - Spin the wheel and take away whatever number you end up with from opponents. (Wario and Waluigi only)



Surprise Orb - Use powerful magic to turn invisible and double your Dice Block rolls for 2 turns. (Boo and Dry Bones only)



Triple Shroom Orb - Use the power of 3 mushrooms to double your Dice Blocks for 3 turns. (Toad and Toadette only)



Koopa Kid Orb (Character Symbol)

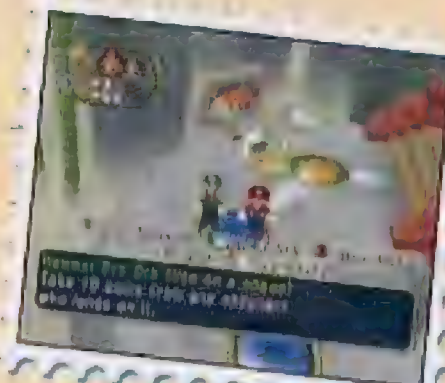
ORB NAME AND EFFECT



Koopa Kid Orb - If you get this, Koopa Kid will show up and make a Koopa Kid space. How annoying!

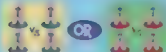
TEAM LEADERS

While two players use one Controller in a 4-Team Battle, it is the job of the team leader to decide which forks to take and which Orbs to use. The leader will also play minigames all non-8-player minigames, at which point he or she should hold the Controller with both hands. When you're on a team with a human player, the team leader alternates each turn. When you play with a CPU player, you're always the team leader.

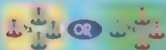


11. MINIGAMES

After everyone has taken a turn, it's time to play a minigame! The type of minigames you'll play depends on the kind of space each player has stopped on. The winning player or team will earn coins!



4-Player Minigame (All players stop on same-colored spaces) All four players compete.



1 Vs. 3 Minigame (One player lands on a different color space) One player competes against the other three!



2 Vs. 2 Minigame (Two players land on same-colored spaces) Players team up and work together to win!

* Although you can't play a Minigame on turn into a Battle Minigame where players compete for random universal items. Battle Minigames will not appear in games with only two teams. In 2-Vs. 2 Minigames, minigames happen in their own arenas, regardless of the space they stopped on.

THE LAST FOUR TURNS

When only four turns remain before the game ends, Bousser will give an update on the current standings. Sometimes, Bousser will also add one of the following rules:

- The number of coins that you win or lose on Blue and Red Spaces will be tripled.
- 10 Blue or Red Spaces will turn into Bousser spaces.
- The player in the last place will get a 40-coin bonus.
- Stars can be purchased for 10 coins each.
- All Red Spaces will turn into Bousser Spaces.
- Chair-Chomp rides in Pyramad Park are half-price.



Press **START/PAUSE** during the game to access the pause menu. From there, press the **A** Button toinker with the game settings.

Player Control - You can change the control settings for each character. Select a character and choose either player or CPU. Use this option when you want to join an ongoing game or stop playing and watch instead. You can also change the difficulty for CPU players.

Minigame Instructions - You can choose to view or skip minigame instructions.

CPU Minigames - You can choose to view or skip minigames between CPU characters.

Minigame Sets - Use this setting to choose which minigames you will play. You can choose either All Games, Easy Games, Hard Games, Action Games, or Weird Games.

Rumble Feature - Change the Rumble Feature settings here. You can choose to turn the Rumble Feature on or off.

Message Speed - Use this setting to change the speed at which the messages are displayed. Message speed can be set to slow, normal, or fast.

Mic - Set the Mic on or off. If you turn it on, you can play Mic Minigames. If you turn it off, no Mic Minigames will appear. See page 40 for more information on using the Controller to play Mic Minigames.

Quit - Choose this option to quit a game in progress and return to the mode-selection screen. The next time you enter the Party Cruise, you can continue the game from the last place it was saved.

SOLO CRUISE

One to two players can participate in the Solo Cruise. The basic game flow is similar to the Party Cruise, but there are following differences:

- All games are one-on-one. You can choose to play either against another human player or against the CPU.
- You must register a character and a name as your player data.
- Each board has a set of objectives that you must complete to win. The games are usually shorter than those in the Party Cruise.
- If you achieve a top ranking after clearing all boards against the CPU, you will become the Solo Cruise champion! The champion leave his or her name and a comment on the ranking board.

Choose the Match-up

Play against another player or the CPU player. You can also view the ranking board.

Player Registration

Choose a character and enter your name when playing for the first time. You can also enter pregame and victory messages. After you have registered once, use existing player data to continue a game. See page 25 for more information.

Choose a Board

See page 26 for information on each board's objectives.

Choose "Yes"

START PLAYING!

per name can be up to eight letters long. You can enter a maximum of 18 characters

Messages

To choose existing player data when selecting a character, you can change the pregame winning messages. Choose "Change" and follow the instructions on the screen if you want to change them. You can also erase player data by choosing "Erase." But be careful! If you change or erase player data, you can't change them back!

A message screen appears when you choose to play against a CPU or human player. You use them as message boards to communicate with friends who use the same save data. Give a new message: choose "Yes" when Toadsworth asks. Your message can be up to 128 letters long.



LET'S PARTY!

THE BOARDS

GRAND CANAL

This board is reminiscent of a charming coastal European town.



Party Cruise Rules - You can buy Stars for 20 coins.

Solo Cruise Rules - The first player to collect two Stars wins.



PAGODA PEAK

This board soars high above an ancient land. Trek all the way up the steep mountain path to reach the peak and get a Star.

Party Cruise Rules - Spend coins to buy a Star at the top of the mountain. Each time you buy one, the price will go up by 10 coins, to a maximum of 40.

Solo Cruise Rules - The first player to collect 100 coins and reach the peak wins!

PYRAMID PARK



Scorching deserts and mysterious landmarks await you on this board. Each player starts out with five Stars, and the CPU-controlled Koopa Kid also has a Star. Hop onboard a Chain Chomp to crush your rivals and steal their stars!

Party Cruise Rules - Use coins to purchase rides on Chain Chomps and steal Stars from your rivals.

Solo Cruise Rules - The player who retrieves the stolen Star and gives it back to the Bowser Sphinx wins.

BOWSER TIME

The Bowser Time gauge builds up after each turn. When it reaches the top, Bowser explodes with rage and Bowser Time begins—at which point the Koopa King will do all manner of unpleasant things to you! One example is



BOWSER CITY

...he can turn an Orb Shop into his own store. We'll force you to buy things you don't need! In addition to opening Bowser City, he might take the stars, or destroy local landmarks.



NEON HEIGHTS

This board explores the hustle and bustle of modern city life! There are three chests on the board, but only one of them contains a Star. You must pay 10 coins to open a chest and find out what's inside! If you find a Star, the chests will be refilled and shuffled around.



Party Cruise Rules - Collect the most Stars to win.

Solo Cruise Rules - The first player to find three Stars wins.

WINDMILLVILLE



Take in the bucolic scenery of a windswept coastal town as you play this board. There are seven windmills that hold Stars. If you place coins into a windmill, you can become the owner and take possession of the stars within.

Party Cruise Rules - The player with the most Stars at the end wins. If you own the biggest windmills, you'll get lots of stars.

Solo Cruise Rules - Deposit coins into the broken windmills to repair them. The first player to repair three windmills wins.

BOWSER'S ENCHANTED INFERNO!



You'll need to satisfy certain conditions to unlock Bowser's board, which is an amusement park run amok! Keep an eye on the islands, as they have a tendency to sink...

Party Cruise Rules - You can buy Stars for 20 coins each. The person with the most Stars wins.

Solo Cruise Rules - Get a Star and beat Bowser in a duel.



DELUXE CRUISE

10-20 MIN 1-2 PLY

You can play 8-Player Minigames in this mode. To do so, two players must share a Controller. One player will control the L Button and the Control Stick, while the other player controls the R Button and the C Stick.

When sharing a Controller, make sure that you have easy access to the Control Stick and C Stick so you can tilt them in the proper direction, and that each player can reach the L and R Buttons as needs be. Also try not to obstruct the other player.



The above diagram shows one way to share a Controller with two players, but the final decision is up to you. Experiment before you play to find the setup that works best for you.



You can use human or CPU players for any of the eight available slots.

10-20 MIN 1-2 PLY

You can freely choose from 22 different 8-Player Minigames. This is a good place to hone your skills!

Complete 12 different 8-player Minigames to see who the best player is. Choose from one of the following three formats.

8-Player Battle Royale - Nothing but individual battles here! Compete to see who is the best!

8-Player Team Battles - Two players split into four teams. Up to eight players can join in!

8-Player Combined Battles - Split into four teams with two players each and alternate playing individual and team battle minigames. The combined results determine the winning team.

You win if you beat a set number of minigames. An ice block will appear with every minigame victory. Connect the ice blocks to reach the center island!



MINIGAME CRUISE

GAME SETTINGS

In Minigame Cruise, up to four players can play the minigames you've unlocked in other game modes. Follow the steps below to set it up.



You can't play Minigame Cruise games until you've met all the requirements. You can play 4-Player Minigames in the Deluxe Cruise. See pages 30–31 for more information.

There are six ways to play the Minigame Cruise.

★ Choose a favorite minigame that you've found and play it! Use the Left and Right Buttons to switch minigame types.

★ Decide how many minigame victories are needed to win—three, five, or seven—and then go at it! You can select the types of minigames from among 4-Player, 1-Vs-3, and 2-Vs-2 Minigames.

NOTE: To play Volcano Peril, you must have played at least one 4-Player, 1-Vs-3, or 2-Vs-2 Minigame (except Bonus Minigame and Mic Minigame).





Four players take turns playing Duel Minigames. The winning player stays to face another challenger. The first player to beat three players in a row is the winner. If you lose a duel, you'll plunge down the waterfall and be eliminated from future duels. But don't despair! If a back-to-back winner loses, you can make a comeback!

NOTE: To play Waterfall Battle, you must have played at least one Duel Minigame.

Every time you beat a minigame, you'll get to open a shell. Collect 3 pearls with the image of your character on them to win! If you open a shell with the image of another player's character, it will close. Some shells contain items that will shake up the game!

NOTE: To play Pearl Hunt, you must have played at least one 4-player Minigame (except Bonus Minigame and Mic Minigame).

Shell Items -

-  Mushroom - Lets you open another shell.
-  Super Mushroom - Lets you open two more shells.
-  Bob-omb - Briefly opens all the surrounding shells.
-  Whirlpool - Shuffles all shells.

LET'S PARTY!



In Devilish Castle

compete in ten extreme minigame events and battle for overall points. Whoever has the most points after ten minigames (five minigames in half mode) is the champion!

There are two ways to play. One is a normal game where you compete in 10 minigames. The other lets you play it old with five random minigames. The total score is saved only when you play a normal game! If you rank in the Top 10, you'll can view the score in the Travel Diary section of the Duty-Free Shop.

NOTE: To play the Devilish Castle, you must have played the following 10 minigames:

- Track & Yield
- Fun Run
- Snow Ride
- Target Tag
- Pokes' Puzzle!
- Take Me Out
- Kart Wheeled
- Helppopper
- Monty's Revenge
- Air Force



★ King of the River - This is a single-player game. Cruise up the river to reach the treasure hidden deep inside a jungle cave while you fend off the pesky inhabitants in minigames.

There are three trips to choose from—Easy, Normal, and Hard—and the number of minigames you play changes in each one. You have three lives when you begin the game,

and will lose one if you lose a minigame—but you can recover a life and even save your progress at the end point of the game. If you win a few minigames in a row, you'll get a consecutive win medal. When you reach the goal, you'll earn Cruise Mileage points based on the numbers of minigames you completed, your consecutive win medals, and your longest winning streaks. The game is over when lose all your lives.

Before You Can Play

- Before you play King of the River, you must use Cruise Mileage points to purchase it in the Duty-Free Shop.
- You must beat the Easy Trip before you can play the Normal Trip, and beat that to play the Hard Trip.

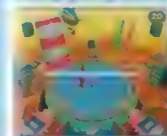
THE MINIGAME LIST

★ 4-Player Minigames

- Catchy Tunes
- Bubble Bowl
- Track & Yield
- Fun Run



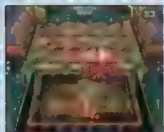
- Contagious
- Snow Ride
- Picture Falls
- Ghost in the Hall



- Big Dropper
- Target Tag
- Pokes' Puzzle!
- Take Me Out
- Kart Wheeled

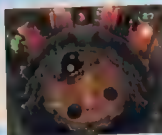


- Balloon Busters (m)
- Clock Watchers (m)
- Dart Attack (m)
- Oil Cruss (m)
- Mathemortician (m)



- La Bomba
- Spray Anything
- Baku's Lab
- Spinner Cell
- Easy Pickings
- Tank Tank
- Flashlight
- Cent-ro-Bop
- Pogo-a-Go-Go

- Wheel of Woe (m)
- Boxing Day (m)
- Be My Chimney (m)
- StratosFEAR! (m)
- Number Crunchers (m)



2 Minigames



- Buzzsawmower
- Tile and Error
- Ballery Run
- Cardinal Rule
- Bumper Crop
- Hop-O Matic 4000
- Sphere Factor

- Wings it
- Herbivorel Maniac
- Pyramid Scheme*
- World Peace
- Spider Slomp

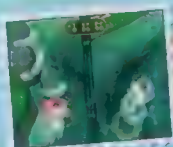


Battle Minigames



- Helipopper
- Mad as a Hatter
- Deck Hands

- Air Force
- The Final Countdown

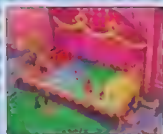


- Warp Pipe Dreams
- Wings for It
- Mad Props
- Game a Sign
- Bridge Work

- Spin Doctor
- Hip Hop Drop
- Rova's Rumpus
- Light Speed
- Apes of Wrath
- Fish & Cheeps
- Camp Ukiki

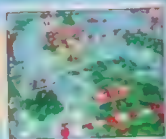


DUTY-FREE SHOP

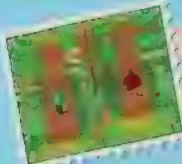


- Road Smoother
- Hammer Spanner
- Spin Off
- Game a Bode
- Grim and Bar II
- Bumper to Bumper

- Space-row-nicity
- Bob-otonic Plague
- Rope a Dope
- Unhappy Trails
- Duct A Cover
- Shock Absorbers



- Peel Out
- Jump Man
- Bananas Faster
- Vine Country
- Slump Change
- A Bridge Too Short



- Funstacle Course!
- Tunnel of Love!
- Funderwall
- Treasure Dome!
- Magnuggos Journey!
- Slot-O-Whirl!



- Ice Moves
- Stack and Spin

to earn one Cruise Mileage point for every space you advance on a game board. You can cash in Cruise Mileage points for cool souvenirs and bonus items!

Cruise Mileage

Cash in Cruise Mileage points for bonuses such as rare minigames and new playable characters.



Souvenir Stand

Enjoy a wide variety of bonus items including some that use Ice Mice.

Travel Diary

View Party Cruise, Minigame, Dazzillion Castle and Sluff Records here!



Cruise Sounds

Listen to music and the character voices from the game. Change screens with the L and R Buttons and move the Control Stick to choose what you want to hear.



Minigame Packages

This lets you see what minigames belong to which set.

CONTROL ROOM

Here you can change all kinds of game settings

Automated Features: Turn the Controller Autible Feature on or off

Sound Settings: Set the game sound to stereo, mono or surround

Mic Settings: Set the Mic to on, off or use Controller

Controlling With The Mic

You can play any Mic n' game with the Controller instead of the Mic. To do so go to the Control Room and set the Mic to use Controller. Once you've changed the Mic to use Controller, simply press the R Button during a Mic n' game to display a menu of available commands. Use the Control Stick to move the cursor to the command you want to enter and press the A Button to confirm your selection.

Mic Test: Check to see if your Mic is working properly



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John Carmack

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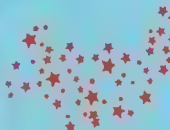
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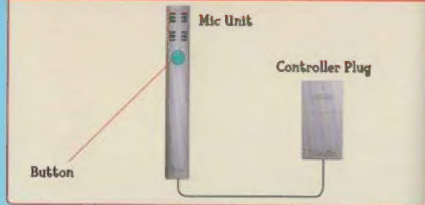
John Carmack



THE NINTENDO GAMECUBE MIC

This section explains how to play *Mario Party 7* using the Nintendo GameCube Mic.

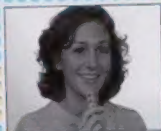
Mic Parts



How to Use the Mic

1. Insert the Controller Plug into Slot B on the front of the Nintendo GameCube. Make sure the plug is fully inserted into Slot B up to the line on the top of the card.
2. When inputting voice or sound, make sure the top of the Mic is pointed at the sound source.

Speaking into the Mic.



Mic Troubleshooting

Check the following tables if the game does not properly respond to the Mic.

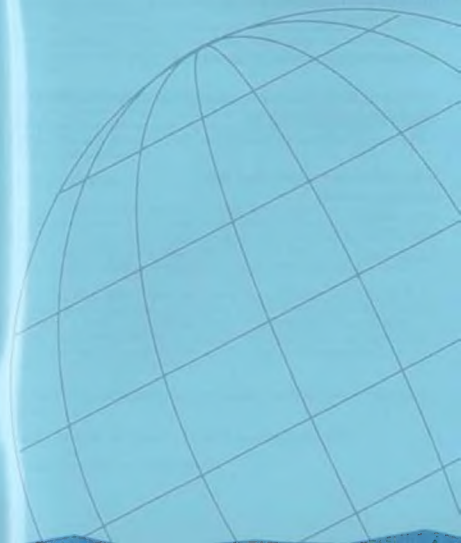
★ I am speaking correctly, but the game does not respond at all

What to Check	What to Do
Is the Nintendo GameCube Mic inserted correctly?	Follow the instructions and plug it in correctly.
Are you pressing the button when you're speaking?	When speaking into the Mic, push the button firmly.
Are you speaking too quietly, or is the Mic too far from your mouth?	Adjust the position of the Mic or the volume of your voice.
Is the game set to "Use Mic" Mode?	Change settings in the Control Room.

★ I said something, but the game responds differently / I said nothing yet the game is responding on its own

What to Check	What to Do
Are you speaking too loudly or too quietly?	The Mic is unable to properly recognize words if the volume is too loud or too soft. Speak with moderate volume.
Are you playing in a noisy place?	Excessive or loud background noise may prevent the game from responding to the Mic. Play in a quieter location.
Are you speaking too fast or too slow?	It is easier for the game to recognize you if you speak clearly and at a normal speed. Due to individual differences in enunciation, such as when very small children speak, the game may not be recognizing the voice.
Are you repeating words too quickly?	Wait a few moments between speaking voice commands.
Is the speaker a small child?	Very small children sometimes have trouble pronouncing words, and the game may not recognize them. Try playing with the Controller instead.

NOTES



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001-7

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